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HMK28

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PATRICK ROLO AND RICHARD EMMETT



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**ELECTRONIC
GAMING
MONTHLY**

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MORTAL KOMBAT™



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KILLER

KREAT

By Mike Stokes

It has been said that when a pizza is good, it's very good, and when it's bad, it's still pretty good.

The same can be said for fighting games. There's nothing like going head to head against another character of similar ability and relying on your own wits and skills to come out of the fight a victor.

Even the earliest versions of video table tennis had a cer-

tain edge to them; just you and your paddle against the other player and his paddle, mano a mano, the winner was clear.

Now I'm not saying that table tennis and Mortal Kombat are the same thing—they may not even be on the same planet as far as comparisons go, but they're both pretty good.

So what separates a great pizza from a good pizza?

Both can have the same ingredients, cheese, pepperoni, sauce, olives—whatever, but it's the way they're put together and the quality of those ingredients that separates a frozen, late-night snack from an aromatic, cheese-dripping feast that leaves you craving more and more.

So what's it all mean?

It means that Mortal Kombat II is one great pizza.



THE MAKING OF MORTAL KOMBAT II

ORS

Substituting concepts, graphics and sound for cheese, pepperoni and sauce, the crew who put together *Mortal Kombat II*, John Tobias, Tony Goskie, John Vogel, Dan Forden and Ed Boon, used the top ingredients, prepared it to perfection and after the first taste, left everyone craving for more.

This article will serve as a recipe to show you how they did it.





"We'll do a sketch of the character, and that is usually used for the person who's constructing the costume as a reference." (Inset: Tobias at the drawing board sketching out an early Baraka.)

respectively], John Tobias and Ed Boon decided that it was a good time to use their skills and capabilities to add their company's name to the growing list of those producing the latest rage-fighting games.

"We saw the success of ... the fighting games, and we had both wanted to do a game with huge characters, so we started mocking up a game," recalls co-creator Ed Boon. "The original idea was to do a Van Damme licensed game, and we called them up and they said that he had already signed with another

company, so we decided to do our own characters and the rest is history," he says.

Unfortunately for Van Damme, his fictional replacement, Johnny Cage, went on to become this Fall's top action star when the home version of *Mortal Kombat II* outgrossed not only *TimeCop*, but *True Lies*, *The Mask*, *Forrest Gump* and *The Lion King* in its opening week.

From there, discussions took place on the finer points of the game like the vari-

ous moves and reactions to those punches and kicks.

"After that, we did some conceptual stuff on the plot, the storyline and what the characters looked like," explains co-creator John Tobias. "We'll do a sketch of the character, a color sketch, and that is usually used for the person who's constructing the costume as a reference."

Step Two: The Players

As they were coming up with the characters, Boon and Tobias already had people in mind to for the parts.

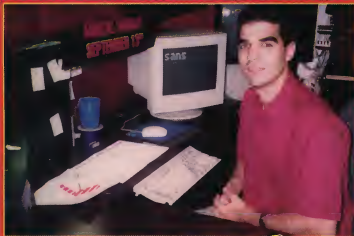
"John would draw the face to resemble an Asian guy or a dude that's bald," says Boon, "and then we'd get the guy in and take measurements, and the costume person would make the costume based on the sketch." After being outfitted for their costumes, the actors would then come to a studio to be filmed acting out their moves in front of a blue screen like those used to film special effects in movies.

To be filmed, the actors would stand with their sides to the camera and throw punches and kicks as they appear on the game screen, except they were not fighting anyone and several of the actors played more than one character.

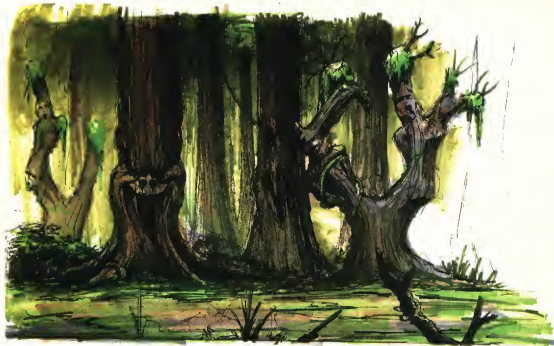
"At that point, we've pretty much got a basic play mechanic going, so we know what kind of basic moves we want to do," explains Boon.

Step One: The Concept

Finishing up two separate games [Total Carnage and Super High Impact Football,



Ed Boon, the other half of the *Mortal Kombat* creation team, sits at his base of operations at the Midway offices. "We saw the success of ... the fighting games, and we had both wanted to do a game with huge characters, so we started mocking up a game."



Step Three: The Setting

When the moves have been decided and the characters are being filmed, John Vogel, who was mostly responsible for *Mortal Kombat* backgrounds, and Tony Goskie who was mainly responsible for *Mortal Kombat II* backgrounds step in to give Liu Kang, Sub-Zero, Jax and the rest of the crew a place to duke it out by designing the game's setting.

The backdrops of *Mortal Kombat* and *Mortal Kombat II* are very subtle parts of the game that enhance the total package, helping to make the determination between great and pretty good.

For *Mortal Kombat I*, John Vogel set out to capture the mystical Outworld on video tape, based mostly on pencil sketches by Tobias.

"I just filled in the blanks and made it come to life," says Vogel.

Startlingly, Vogel revealed that many of the places in the Outworld are actually taken from places considerably less exotic ranging from the city of Chicago to his

neighbor's front yard.

"I went to China Town in Chicago for the very first background with a video camera and just grabbed some images," he says.

"If you go there, there's a green-roofed pagoda that became the roof for the monk area. Basically, all it really entailed was to run around trying to find textures and just objects in general.

I even went into some stores, grabbed some artifacts and digitized them while I was there and they actually ended up being in the games," he confesses, "the big Buddha actually was just a little lawn ornament in one of my neighbors' front yard."

Mortal Kombat II's Living Forest was also taken from a local park near the Midway offices, and while the trees in Chicago rarely scream, Tony Goskie taped an

Ed Boon scream to morph into the picture.

Obviously, the lack of graffiti and candy bar wrappers in the Outworld is a dead giveaway that the videotaped footage used in the game was manipulated to a certain degree.

"I would digitize a reference, but I would



Background artist Tony Goskie adds color to a sketch of the screaming forest. Ed Boon's scream was video taped and morphed to use in the trees.



draw on top of that," explains Vogel. "I'd mix my own hand-drawn stuff with the digitized stuff ... and color them in the computer."

The finished product actually broke down to 50 percent hand drawn settings and 50 percent digitized footage—and working background to foreground, it's a project that took approximately two weeks per background to complete.

"It's a slow process," Goskie says.

Step Four: The Tunes

Like the backgrounds, the music of *Mortal Kombat* is uncontrollable, but a major factor in the games overall feel and success.

Dan Forden is the man responsible for the game's soundtrack, and working mainly out of the studio in his home, looks at the backgrounds to get the feel for what style of music should be used.

"For the first two [*Mortal Kombat* games], there's sort of an oriental touch to it, although it has some other more modern effects, but the idea was to try to move away from typical video game music and try to make it look and feel

more like a film because of the quality of the artwork and the digitized characters," Forden explains.

"I thought they really made it a lot closer to an interactive fight-movie than just a video game," he continues, "so I tried to make the sound heavier and a little bit

more intense than you might normally see in a regular video game."

Forden is also responsible for the sound effects like punches being thrown and explosions. The team also collaborated on the narrator voice.

"The character speech was basically just from people around here that we coerced into various stages of frenzy," Forden chuckles.

The audio aspect changed between *Mortal Kombat* and *Mortal Kombat II* with new technology and a new sound-board.

"When Dan wrote the music for part

one, he wrote it using a Yamaha synthesizer chip and that was very archaic compared to now," Boon says. "He has a whole studio where he can use real instruments."

"For instance, in part two there's a tune that had this flute going, and Dan actually played the flute on that and recorded it ... it's a complete full orchestration for part two and the same thing for part three. He has all these instruments going and just digitizes it."

In addition to the flute section, Forden plays guitar and bass in various sections of the game.

"The rest was done with MIDI instruments," Forden says, "[It's] sort of a semi-pro music studio with computers and synthesizers and tape decks and stuff, more of a traditional approach to writing and



John Vogel, another ace background artist shows off the Goro and Kintaro models used in the games.



Will the real God of Thunder please stand up? Carlos Pesina poses next to his Outworldly image as Rayden. Pesina was the actor who portrayed Rayden in Mortal Kombat II.

producing music like you have in a regular studio.

"Dan works at home, and he composes stuff and he'll come in a few days later and plays it for us and it's always something cool so we'd say, 'Oh, that's awesome,' and then we'd put it in the game," Boon praises.

the game let them know that they had a hit on their hands.

"We put it on test with six characters and everybody liked it, so we decided to add another one—Sonya," Boon adds, "and as we add new stuff, we decide whether we need another background or another tune or another what-have-you, fatalities and stuff like that, modifying it as we go along."

Step Five: The Hallway Test

"As we move along," Boon explains, "we're all kind of walking into each other's offices and checking stuff out and giving commentary."

With all the images submitted by the Mortal Kombat team, Boon puts them into the game as fast as possible to determine what works and what doesn't.

"Then we start dealing with game play issues, and at that point we're playing the game and trying to get comments from everybody.

"We keep doing that process again and again for several months," Boon continues, "and then at some point we're ready to put the game out in the hallway when we feel comfortable with it, and the people in the factory and the other engineers play it and they give us their commentary. A couple weeks after that we put it on test locally."

After the first local test of Mortal Kombat, the lines of kids waiting to play

The Mortal Kombat team has prepared their product to perfection, and with Mortal Kombat II setting records and Mortal Kombat III on the horizon, they have their customers craving more and more.

From concept to cabinet design, Mortal Kombat took 8-10 months to produce, while Mortal Kombat II took a little longer—10-12 months before it was ready to serve, but then again it had more ingredients, proving my point; Mortal Kombat is like pizza. When it's good, it's great, and it's a lot less fattening.



This preliminary sketch of the acid pool shows one of the worst places to end up in the Outworld. As the skeletons can attest, there's not much to do after an acid bath besides hang around. John Tobias sketches most of the scenery before passing it on to the Mortal Kombat crew for the finishing touches.

TEAM KOMBAT



BAT THE HIT COMES HOME PT. 2

by Perry Rodgers

The Gray Team - the Acclaim Product development team behind Mortal Kombat II gather before the impending storm.



Having just finished an exhausting session of Mortal Kombat II, I dropped the controller and molded myself into my easy chair to tune in to my favorite, albeit humbling, quiz show "Jeopardy." Oh, I have some very valid reasons for why I was only able to answer 1 of the first 14 questions correctly such as "It must be the finals of genius professor week on Jeopardy" or "The categories suck." I mean, c'mon. Let's get some real categories like "MTV Trivia," "Comics," "EGM" and "Video Games." Hmmm...

Game god: "Alex, I'll take Video Games for \$200." Alex: "Donkey Kong Country."

Game god: "What is the only 32-Meg game to retail for under \$70?"

Alex: "Correct. Isn't the big N amazing?!? Please continue."

Game god: "Video Games for \$500."

Alex: "The price of MKXXII in the year

2020! Sorry, Game god - couldn't resist a bit of host humor. It's the Daily Double, Game god. What is your wager?"

Game god: "I'll bet it all!!!"

Alex: "Team Kombat."

Game god: "What is a special 4-player edition of MKII to debut next year in which various fighters team up in 2-on-2 battles?"

Alex: "Oh, I'm sorry Game god. Team Kombat refers to the teams of game professionals at Sculptured Software and Probe that developed the SNES and Genesis home versions of Mortal Kombat II, respectively. Perhaps you should practice Jeopardy on our new home version board game."

Humbled once again,



Team Kombat! I should have known. Let that be the last time I overlooked the people that make great games!

As discussed in part one of this four part article, in September of '93, Team Kombat was just being formed at Sculptured Software and beginning to bond via daily battles at the office's MKII arcade game. The battles were fierce. Many a day I needed shut my door to muffle the "oohs," "Aahhs"



Mileena jump-kicks Kung Lao on a near-arcade quality rendered Dead Pool in this SNES version.



The fearsome Baraka and Scorpion execute their special moves ... is it the arcade or the SNES???

Acclaim's production team checking game play

"The battles were fierce. Many a day I needed shut my door to muffle the 'oohs,' 'Ahhs' and various obscenities that emanated from the contests in Jeff Peter's office nearby."

The Acclaim Headquarters

and various obscenities that emanated from the contests in Jeff Peter's office nearby. Jeff Peters is a Project Manager at Sculptured and was destined for the MKII job. Jeff is very knowledgeable about and has a particular passion for arcade games. He's an expert player, as established in the mid '80's editions of the Guinness Book of World Records. Jeff is always on the go, literally bouncing off or climbing the walls, the creative juices flowing all the while. He's a leader and well-liked in the company, necessary assets for a successful Project Manager. Jeff was the key person on the project, the one ultimately responsible for the quality of the game and making deadlines; essentially the success or failure of the SNES version of the game rested on his shoulders. Sure, programmers, artists and musicians had significant roles in the development, but Jeff was the one that ensured that each is doing his/her part, advising each along the way, scheduling intelligently so that, for instance, fighter art was ready when the programmer was scheduled to program first pass animations.

Jeff was often being ribbed by other Project Managers that he was on "Easy Street." "MKII-it's just a simple port. Piece o' cake. Easy money!" Fact is, the pressure was immense, and his summer uneventful. MKII was the most anticipated consumer video game of the year ... that is, if it was done this year and the quality was even better than the first MK. Williams, Acclaim, George Metos (Sculptured's President), millions of game players--Jeff had to answer to them all. Never mind the tight deadlines, or the unproven team assembled since MK. Jeff could get it done. He'd find a way. And Easy Street wasn't on the route.

With Jeff at the helm, the team began to form. An Assistant Project Manager was hired to be Jeff's right-hand man. While Jeff might have been on the phone with a Producer at Acclaim asking for the latest ROM versions of the arcade game or discussing how they would fit all of the arcade game data into the relatively small 24 Meg SNES cartridge, his assistant would be busy beginning to format the arcade game files to be compatible with the SNES. There was simply too much for Jeff alone to do, given that he was also designing and managing the development of two other games. Since the team of programmers, artists and musicians often needed and desired attention, direction and, lest often, a motivational kick, it was important that if Jeff wasn't available, his assistant was.

Three programmers, four artists and two musicians were assigned to the project. Whereas games in the past (Atari 2600, 7600, NES, Sega Master System) most often required at most one programmer, an

artist and perhaps a technical musician, the size and complexity of today's games, coupled with player's expectations and the fact that most publisher's expect a game to be developed in a relatively short 9-12 months requires that the teams be larger and include more specialists. The constraints for MKII were even greater: a

8-10 month development cycle and the publisher's expectation that the game be a perfect port of the arcade game. True, some time was saved given some of the team members' experience in developing MK, but for every gain, MKII had additional complexities that rendered most of the first MK code obsolete. MKII had more fighters and moves than MK, there was more background and foreground animation to deal with, and the A.I. needed to be perfect. It was important that development pitfalls be avoided to save time. Each team member played a significant part of the whole and without a well coordinated team effort, the project would've been in jeopardy (maybe even Double Jeopardy!).

The programming team was soon established. One of the programmers was assigned the lead position. The other assisted the lead programmer, usually in an indirect manner. For example, while the lead programmer might be working on playing and controlling fighter sprites, another programmer would work on the fighter select screen routine. By working on independent parts of game, they wouldn't be "stepping on each other's toes" along the way. Once the select screen routine was working adequately, the lead programmer simply merged the other programmers' code into his own "Master" program. This form of multi-tasking was essential in getting the game done on time. However, this could only be a successful method if the other parties (artists and musicians) were equal to the task of supplying their pieces quickly. At the beginning of the project, very little art or music was ready for the programmers, as might be expected. The programmers made it their first task to write sprite driver routines in anticipation of the art to be delivered, and to study the A.I. code (Artificial Intelligence of the fighters) of the arcade game. The idea was to port this code directly from the arcade game, line for line when possible, so that the SNES game played just like the arcade game. Even this task presented an additional challenge: Williams had yet to finalize the arcade game code. Thus, the Sculptured programmers needed to change their code with each new arcade ROM version to keep up.

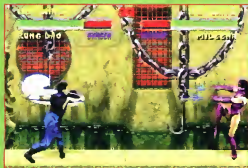
Meanwhile, the artists began converting the art from the arcade game. First, the team decided the proportional size and number of colors to be used for the fighters

so that a routine could be written to scale the original arcade game art to get a rough SNES image. Then the artists took these rough, pixelated images (due to scaling the original art) and cleaned them to revive the look of the arcade game art. It was necessary to cut some animation frames to save space, yet doing so without making the character animation "jumpy." While three of the artists worked on character animations (the bulk of the work) another artist would similarly work on the converted background art. Neither task was easy due mostly to the relatively limited number of colors to work with compared to the arcade game.

The musicians were responsible for recreating the music and sounds of the arcade game as best possible. Often times, music and sound are left unattended to until the end of the project and suffer needlessly from insufficient allowance for ROM space. The publishers are most anxious to "see" the game first and "hear" it later, as in "when-it's-too-late-to-do-much-about-it-later." They might argue that these are after all "Video Game," not "Audio Games." Perhaps they are more plausibly, "Vaudio Games."

Fortunately, Team Kombat recognized the value that audio would play in recreating the feel and play of the arcade game. Sound effects that reinforced Baraka's Slicing Blades or Liu Kang's Flying Kick were arguably as vital as any other part of the game. First, a composer was assigned to reconstruct the music from MIDI files and provide new instruments when necessary. A second musician acted as sound technician to resample the sound effects in the game. Each of the music artists worked with Jeff Peters in determining how much space a particular piece of music or sound effect would take; the more memory, the more the piece would sound like it does in the arcade game. Another challenge was to determine which sounds would be sampled (best quality) and which would be simulated via FM to best recreate the sound effects and priorities of these effects given the limited sound channels available on the SNES.

At this point, Team Kombat was now well underway. The real challenges lay ahead as the team members battled to survive each other's company and egos after six months of Daily Double close quarters, the battle to meet the next milestone deadline and the ultimate battle to wager appropriately in Final Jeopardy to meet the millions of players' expectations and the mammoth hype that would for months precede the home version release of this immensely popular arcade game.



MKII had additional complexities that rendered most of the first MK obsolete.

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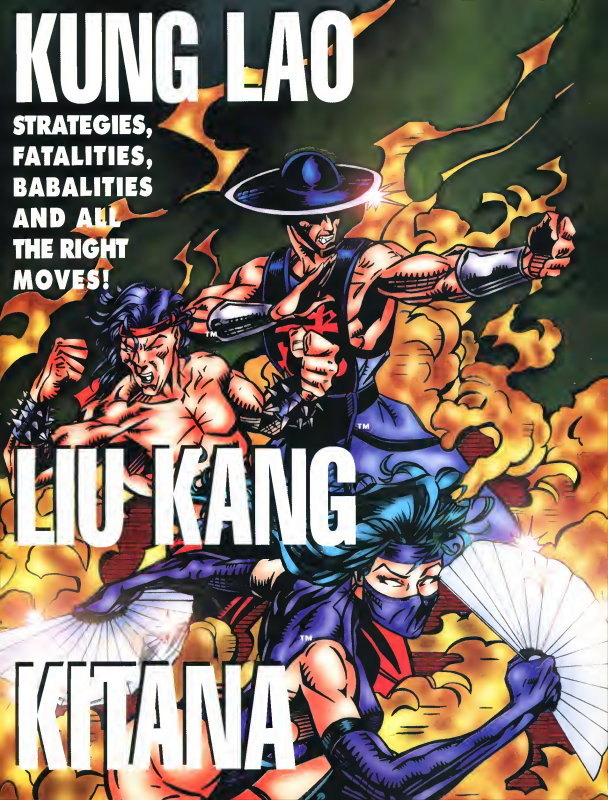
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KUNG LAO

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FATALITIES,
BABALITIES
AND ALL
THE RIGHT
MOVES!

LIU KANG

KITANA





KITA

The first thing you see is a whirring fan, slicing through the air.

If you're conscious, you'll feel yourself being lifted into the air, hovering helplessly for a moment before your assailant delivers an elbow strike. The blue blur lifts itself into the air, with a fist flying straight into your skull. Then, you realize how beautiful she is...

NA

TM

just before your head is shorn from your shoulders.

In Oriental culture, fans are considered a sign of a demure woman, passive and meek. In Kitana's hands, however, they have become her signature weapon, and many an opponent of Shao Kahn has fallen to her blades.

Kitana's beauty is also a weapon of sorts, as her kiss has been known to fill her opponent's hearts and souls with so much emotion that they literally explode.

Lacking any memory of her childhood, the young woman was groomed to become Shao Kahn's personal assassin alongside her twin sister Mileena.

She's served in that position very

well as she grew into adulthood, and now she's been chosen to participate in Kahn's tournament in the Outworld.

However, Kitana's fate is more closely tied to the Outworld than she had ever imagined.

She's begun to learn secrets while in the service of Shao Kahn, secrets Shao Kahn will undoubtedly regret her knowing.

Kitana's regal bearing is well deserved, and her sister may be much, much more than she seems. Kitana is on a quest, straining against Shao Kahn's reach to learn the secrets he dares not reveal. To deter her from her search, he has placed her in Mortal Kombat. If that should fail, there is always Mileena...



KITANA REVEALED!

COLOR: Blue
QUOTE: Step Aside
MOVE: Fan Raise
FATALITY: Kiss of Death
FOE: Mileena
TV SHOW: 30 minute workout

COMICS: WildC.A.T.S.

ACTRESS: Madonna

FOOD: Garden Salad (no dressing)

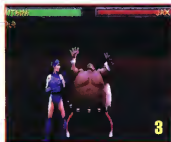
WHAT'S ON HER MIND?

How can she keep her veil from flipping up when she fights, exposing her mole.





1



3



2

Using her enchanting beauty, Kitana delivers a kiss that fills her opponent until they explode.

KISS OF DEATH



1



3



2

With a vicious swipe of her razor sharp fan, she relieves her opponent of his head.

FAN DECAP



HER BEAUTY HIDES HER TRUE ROLE AS PERSONAL ASSASSIN.



FAN TOSS

Tap forward twice and press both punch buttons to launch her fans.



FAN RAISE

Tap back 3 times and press high punch to give opponents a lift.



AIR SWEEP

Roll the joystick down to back, and hit High Punch to get airborne.

BASIC MOVES



KICK FAN COMBO



This is Kitana's best attacking combination. The first two movements are simple to complete, but the last hop kick can be tricky. Jump in deep and begin tapping forward for the Fan Toss. Tap the kick button and immediately press both punch buttons



to blend the Fan Toss while your opponent is still in the air. If done correctly, the fan will keep him in the air long enough for you to land and very quickly add a hop kick. This is very devastating and a popular move with Kitana players.

THE "PITS"



Her "Pits" moves are similar to those of her "twin sister" Mileena. Tap forward, down and then forward again, finishing with a high kick. It is certain to send opponents plummeting to their doom at the bottom of the pit.



The universal Dead Pool pit is performed the same for all characters. Hold low punch and low kick, and then jump in close to your opponent. Press down and high punch for the uppercut.



FRIENDSHIP



BABALITY



SEEN TALKING TO AN EARTH REALM WARRIOR, HER MOTIVES...

RAISE KICK COMBO



If you catch someone in the Fan Raise, quickly jump at them while tapping forward. At the highest point of the raise, jump at them and press high punch,



and then both punch buttons, to blend the two moves into a one-two combo with the Fan Toss. Your damaged opponent will still be reeling from the double hit, so



you will be able to take advantage of their misfortune by landing and then performing a low hop kick before they are able to touch the ground.

DEFENSIVE ONE-TWO



Utilizing Kitana's quick one-two combo with the Fan Toss, it can be combined with a defensive move as well. When an opponent jumps toward you, let go with



one or two standing high punches to bounce them into the air. As they whirl in the air, jump at them with a high punch, and keep tapping forward to prepare



the Fan Toss. A jumping punch will pop them back up into the air, and right after it connects, press both low and high punch to catch them in the Fan Toss.

HAVE COME UNDER SUSPICION BY HER TWIN SISTER MILEENA.

CORNER KILLER



This killer combo can be linked to do massive damage! The timing is extremely critical for the multi-hit version but it can be watered down for a less damag-



ing, but still deadly combo. From a Fan Raise in the corner, leap at your opponent with a jump punch. If it is timed well, you can throw in a jump kick and Fan



Toss. When landing, prepare to uppercut your opponent before he or she lands. The two consecutive jump punches are tricky but possible with practice.

TRIPLE HIT FAN RAISE



This is a deadly and popular combo for Kitana players. The last move is a bit tricky, but it's not too hard to complete. After a



Fan Raise, you must time the first hit when your opponent is just starting to descend. Jump at him with a jump punch or kick,



and blend it with a Fan Toss. If your first hit is timed right, there will be room to land and immediately complete an Air Sweep.

GAME OVER

Kitana discovers the truth of her past. Her parents were the rightful rulers, usurped by Shao Kahn. Now she must restore her kingdom to its former nobility.

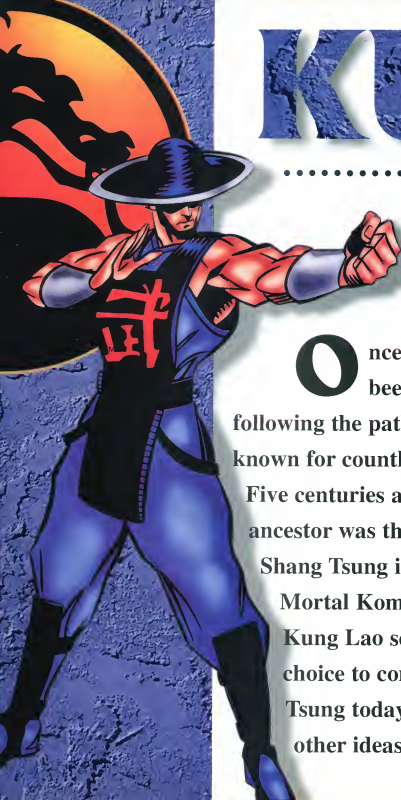


THROUGH HER YEARS OF WORKING AS AN ASSASSIN, KITANA HAS LEARNED MANY SECRETS, ESPECIALLY ABOUT HER OWN PAST. SHE FINDS THAT MILEENA IS NOT HER TWIN BUT A GROTESQUE CLONE CREATED BY SHANG TSUNG. SHE LEARNS THAT HER PARENTS WERE FORMER RULERS OF THE OUTWORLD OVERTHROWN BY SHAO KAHN.



DETERMINED TO TAKE BACK WHAT IS RIGHTFULLY HERS SHE MUST DEFEAT KAHN HIMSELF. SHE DOES SO BY ENTERING THE TOURNAMENT. SHE RETAKES HER PARENTS' CASTLE AND RESTORES THE OUTWORLD BACK INTO A REALM OF NOBILITY.

KUNG



Once, Kung Lao had been a Shaolin monk, following the path his family had known for countless generations. Five centuries ago, his ancestor was the first man to best Shang Tsung in his unholy Mortal Kombat. As a result, Kung Lao seemed the perfect choice to confront Shang Tsung today—but Lao had other ideas.

KUNG LAO

TM

He left the Order of Light to join the highly secretive White Lotus Society, the same organization to which Liu Kang once belonged.

Kung Lao and Liu Kang met once again over the ruins of the Shaolin temple they once called home, now devastated by Outworld treachery. Kung Lao has now accepted his second challenge to enter the Mortal Kombat tournament, and stands beside Liu Kang, Johnny Cage and other brave mortal warriors to defeat the dreaded Shao Khan.

Kung Lao relies on speed to gain an upper hand on his opponents; he can literally disappear from sight and drop onto an enemy. His leaping kicks strike like lightning from above, and when cornered, he becomes a

whirlwind of power to shove his attacker aside.

The hat which obscures his face has been treated to a razor's edge. When thrown, it slices through any defense and faithfully returns to his hand—often after giving new meaning to the phrase "splitting headache."

While Kung Lao may rely on constant motion to elude his enemy's blows, the combatant is not without a strong array of punches and kicks, including a powerful roundhouse capable of shattering his opponents' Adam's Apples.

Kung Lao is not undefeatable, but it serves his enemies well to never forget that the same warrior spirit that defeated Shang Tsung lies in this warrior as well!



KUNG LAO REVEALED!

COLOR:	Silver
QUOTE:	That's a sharp hat
MOVE:	Dive Kick
FATALITY:	Siamese Cut
FOE:	Sub-Zero
TV SHOW:	The Hat Squad

COMICS: Dick Tracy

ACTOR: Alec Baldwin

FOOD: Diced Onions

WHAT'S ON HIS MIND?

Is my head getting bigger or did my hat shrink?





This awesome fatality, done a sweep distance away, will make your opponent do the splits.

SIAMESE SLICE



From a full screen away, this fatality puts Kung Lao's hat to good use.

HATS OFF



FORMER MEMBER OF THE WHITE LOTUS SOCIETY....



DIVE KICK

While in the air, pull down on the joystick and press high kick.



HAT TOSS

Tap back, forward, and press low punch. You can steer it horizontally.



AURA SHIELD

Tap up while pressing low kick to engage the Aura Shield.

BASIC MOVES



KICK & HAT TOSS



Kung Lao has a strange kick which is sometimes hard to use very close to opponents. In this combination, try to jump in close with a high kick, and hold the joystick in the back position to prepare for the Hat Toss.



If performed properly, the kick will pop his opponent up in the air enough for you to push forward and press low punch, completing the Hat Toss. The timing is tricky but it is possible and the results can be devastating.

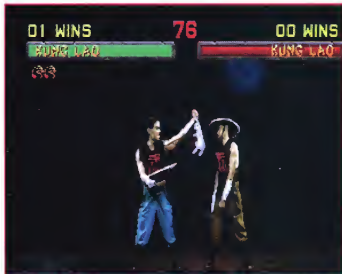
THE "PITS"



Kung Lao has one of the easiest Pit moves of all. Just tap forward three times and press high punch to smack your opponents down to the concrete below.



The universal Dead Pool pit is performed the same for all characters. Hold low punch and low kick, and then jump in close. Press down and high punch for the uppercut.



FRIENDSHIP

3



BABALITY

2



THE LAST DESCENDANT OF THE GREAT KUNG LAO WHO WAS

DOUBLE KICK DEFENSE



For Kung Lao's defense, there are a few options to let him turn the tables. On an attacking foe, let loose with one or two standing high punches to bounce your



opponent up, and quickly leap towards them with a jumping high kick. When the kick connects, it will bounce him up again, setting him up for another



attack. After the enemy starts to fall back down, quickly pull down and press high kick to do a Dive Kick before your foe has a chance to land and block.

SHIELD & DOUBLE KICK



After you catch someone with the Aura Shield, you can land a couple of extra hits if you time the release of the Aura Shield. You must release the shield in



time to be able to jump at your foe with a high kick. If you tap the Aura Shield for too long, he will be too far away and land. With good timing, you can land a



jumping high kick and quickly pull down and press high kick again for a Dive Kick. It's a tricky maneuver, especially trying to trap someone with the shield.

DEFEATED BY GORO 500 YEARS AGO. HE JOINS LIU KANG.

SHIELD & HAT TOSS



This is another variation of the Aura Shield combo. Once again, the time when the shield stops spinning is the critical factor in whether you will be able to get



the next move to connect. The shield must dissipate while your foe flies back and must stop very soon after hitting. If you release the Aura Shield at the right time,



it will be easy to tap back, forward and press low punch to execute the Hat Toss. Remember to steer the hat up or down by maneuvering it with the joystick.

CORNER COMBO TRAP



This corner combo must be done on either far side of the screen. It is very similar to the jump kick-Hat Toss combo. The difference



is that in the corner, it is much easier to do since opponents bounce off the imaginary wall and don't fall as fast. Jump in



close with a high kick and do a standing high punch to keep the enemy juggling in the air. While he's in the air, finish with a Hat Toss.



GAME OVER

As a former Shaolin monk, he fights alongside Liu Kang until emerging as the supreme champion. He has avenged his great ancestor but has tough challenges ahead!



A FORMER SHAOLIN MONK ALONGSIDE LIU KANG, KUNG LAO ALSO GRIEVES THE LOSS OF THEIR SHAOLIN BROTHERS.

HE REALIZES THAT HIS ULTIMATE FATE LIES WITHIN THE DARK REALM OF THE OUTWORLD. HE DEFEATS HIS OUTWORLD OPPONENTS UNTIL HE EMERGES THE SUPREME CHAMPION.



WITH HIS STRENGTH AND SPIRIT IN COMPLETE ALIGNMENT HE FINALLY AVENGES THE DEATH OF HIS GREAT ANCESTOR. ALTHOUGH HIS GREATEST CHALLENGES LIE AHEAD.



LIU K



Liu Kang's youth was spent among the Order of Light, learning their techniques and developing himself as a warrior before leaving to become a part of the White Lotus Society. However, when the call came for participants in Mortal Kombat, Liu Kang returned to petition a place among the fighters . . .

ANG™

Bravely fighting his way to the pinnacle of honor by besting every champion before him, Liu Kang stood boldly before Shang Tsung and destroyed him in the final Kombat.

The victory was a hollow one, however, for when Liu Kang returned, he found the Order of Light slaughtered, and the Shaolin temple he called home in ruins.

The attack stank of Outworld treachery, so Liu Kang has vowed to join the new Mortal Kombat and avenge his brothers.

Since most enemies expect a high attack, Liu Kang developed a powerful low strike with his fiery darts. The flying kick he'd used with such blinding speed in the original Kombat is faster than ever. Opponents familiar

with Liu Kang's style still fall to his powerful "Bicycle Kick," which mercilessly pummels an opponent into submission.

Liu Kang truly has the power and appetite of a vengeful dragon. Any who oppose him had better prepare for the unexpected as the warrior returns with more power than any opponent could suspect.

The Grand Champion of Mortal Kombat thought he had fulfilled his destiny when Shang Tsung fell, but it has become painfully obvious that Liu Kang's story is far from complete.

He must return to the Outworld, where every living being wants nothing more than his title. The Order of Light must be avenged, and only he can do so.



LIU KANG REVEALED!

COLOR:	Red
QUOTE:	Whatar!
MOVE:	Bicycle Kick
FATALITY	Dragon Chomp
FOE:	Baraka
TV SHOW:	Kung Fu

COMICS: Iron Fist

ACTOR: Jackie Chan

FOOD: Moon Pies

WHAT'S ON HIS MIND?

Can I get a glass of lemonade? All these bicycle kicks make me so thirsty.



From the original MK, Liu Kang revives his fatality. From a jump kick away, spin the joystick CCW.

SPINNING UPPERCUT



Here is the only real "Animality" we've found. From one pace away—CHOMP!

DRAGON CHOMP



AFTER WINNING THE TOURNAMENT FROM SHANG TSUNG ...



FIREBALL

Tap forward twice and press low or high punch to correspond.



BICYCLE KICK

Hold low kick down for approximately four seconds and release.



FLYING KICK

Tap forward twice and press high kick for a flying kick.

BASIC MOVES



KICK-KICK OR FIREBALL



From an initial jump kick, Liu Kang can perform several other moves. These may only be two hit combos, but they are easy to do and can be pulled off quickly to catch foes off-guard. As you jump in with a deep kick, start

tapping forward. After the initial hit, press the corresponding button; high kick for a second kick or high punch for a fireball. Either of these quick and easy moves will hit your opponent before they can land.

THE "PITS"



Liu Kang has one of the most complex Pit movements. Most characters are a simple one or two movement but Kang's is down, forward, back twice, and finally a low kick.



The universal Dead Pool pit is performed the same for all characters. Hold low punch and low kick, and then jump in close. Press down and high punch for the uppercut.



FRIENDSHIP



BABALITY



KANG RETURNS TO HIS TEMPLE, WHERE HE DISCOVERS HIS HOME ...

DEFENSIVE KICK COMBO



This is an easy defensive move to turn the tables on a jumping foe. As he is jumping, do one or two (if timed correctly) high punches to juggle him in the air.



As your foe falls back, tap forward twice and press high kick to let the Flying Kick soar. What makes it easy is that the Flying Kick zooms forward so fast, you



can start the move a bit late and still catch opponents before they land. There are other defensive combos that are more difficult, and they are shown below.

ADV. DEFENSE



These are both a lot more difficult than Kang's Flying Kick defense combo. Both take a bit more timing, but they can be mastered with patience. When a



player jumps in at you, do one or two standing high punches. If you're going to do a Bicycle Kick, you must have charged the low kick. Do not release it until



the foe bounces back enough to "free" yourself. Otherwise the move will not happen or it will be too early. The fireball requires a good eye to reach your opponent.

IN RUINS AND HIS SHAOLIN BROTHERS KILLED IN BATTLE.

CORNER DEATH



If your opponent is trapped against the far wall, you can pull off this devastating combo and drain enemies' energy fast. Jump in with a deep kick making sure



you hold low kick. As you're in the air, be sure to start tapping forward for the Fireball. Right after the kick connects, press high punch and let the Fireball



fly. Opponents will bounce up high, so you must time letting go of the low kick as your foe begins to fall, and you can catch him in the Bicycle Kick!

TRIPLE HIT FAN RAISE



This is another corner combo that must be done on the far side of the screen. It is not as hard as the corner death combo since it



doesn't require the timing of the Bicycle Kick, but the last roundhouse kick can be equally as challenging. Jump in with a deep



kick and tap forward. Then hit high punch for the Fireball that keeps your foe afloat. Pull back and press high kick.



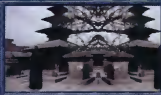
GAME OVER

With the Shaolin Temple in ruins, he unleashes a fury that only ends at the defeat of Shao Kahn. Afterwards, he realizes the events were simply a fulfillment of his destiny.



WITH HIS SHAOLIN TEMPLE IN RUINS, LIU KANG JOURNEYS INTO THE OUTWORLD, ENTERS SHAO KAHN'S TOURNAMENT AND UNLEASHES A FURY THAT DOES NOT END UNTIL THE DEFEAT OF SHAO KAHN.

LIU KANG THEN RETURNS TO THE SECLUSION OF HIS SHAOLIN TEMPLE.



HE PAYS HIS RESPECTS TO HIS LOST BROTHERS AND FINALLY REALIZES THAT THE EVENTS WHICH HAVE TAKEN PLACE WERE ALL FULFILLMENT OF HIS DESTINY.

NOOB SAIBOT



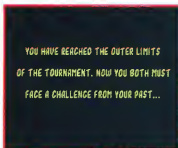
To reach one of MKII's mightiest Kombatants, simply achieve the incredible winning streak of 50 wins. Noob Saibot (Boon Tobias) has the throwing spear of Scorpion, twice the speed plus a nasty throw.

TABLE TENNIS



To face what may be the ultimate test of your might, you must go through 250 battles of MKII. Relive the fetal days of arcade games with seven points of the old classic black and white Table Tennis game.

NOOB SEEKING THE A LOOK AT MKII'S HIDDEN FEATURES, NOOB SAIBOT AND TABLE TENNIS UNKNOWN



SAIBOT™

YOU MUST BATTLE A MYSTERIOUS SHADOW WARRIOR IN THE HEART OF GORO'S LAIR

These two hidden sections represent the final challenges of Mortal Kombat II ... or do they? You must defeat hordes and hordes of warriors to face both hardening trials. The first challenge, Noob Saibot's arena, takes place in a digitally enhanced version of the final stage from the original Mortal Kombat (where players faced Goro and Shang Tsung). The most important fact to remember when fighting this powerful warrior is to use regular moves. Special moves are useless on Noob Saibot! The best way to beat him is with jump kicks, avoiding his hor-

rendous spear. Noob Saibot uses the same type of spear as Scorpion and Smoke but is faster than either of them. Simply jump the spear and use kicks to the head. If you try to block too long he will run in and throw you.

Unlike with Smoke and Jade, no words of warning or advice are hinted at for either stage. And no advice is useful for the lethal Table Tennis game! You may paddle the ball back and forth until you feel your heart is going to burst! But those who wrest the full seven points from their opponent can rest easy, knowing they've won the ultimate MKII challenge.

Commonly Overheard Noob Saibot sayings:

"..." —Noob Saibot

While the secret characters Jade and Smoke will gleefully yell such phrases as "You cannot defeat me!" "Restrict Yourself!" and "Toasty!" this powerful warrior has no need for words. This powerful shadow ninja simply takes your player apart.



GORO™



What's 8'2," 550 lbs. and full of more menace than you can comfortably hold, even with four arms?

A: Goro, Prince Of Pain. Often imitated, never duplicated.

Already irate from being plucked from the pages of the *Mortal Kombat: Blood & Thunder* storyline, Goro may become even more upset to find himself a pawn subject to the whims of an elderly arcane sorcerer. And this hombre can be pretty darn unpleasant when he's angry.

"Goro, Prince Of Pain takes the character out of the picture for the *Mortal Kombat: Blood & Thunder* storyline," explains *MK* writer Charles Marshall. "At a crucial point in that

TM

PRINCE OF THE PAGE!

by Joe Fielder

series, he suddenly and inexplicably disappears and what happens to him there makes up this miniseries."

This is of course the partial background behind the brutal three-issue *Goro, Prince Of Pain* miniseries from Malibu Comics, where Goro is recruited by the God Of Chaos to do what he does best ... create chaos!

Just how does a monster project like this evolve?

"Well originally," says Marshall, "I was working on a Goro one-shot, something to kind of define who the character is."

"[The] initial plans for *Mortal Kombat*," explains editor Mark Paniccia, "were to have it paired up with a *Mortal Kombat* solo comic where we would be spotlighting different characters for one-issue or two-issue story-arcs."

This one-shot was well received by everyone involved with the project; however, it was decided that a character so huge deserved more space than just one issue in which to run rampant.

"We decided we needed to do more with Goro," Marshall says. "he was obviously the breakout character of the whole group. Everybody knew who Goro was. So we shelved [the one-shot] and came up with something a little bigger in scope that gave him room to really stretch out and have some fun."

"Goro was probably one of the most recognizable characters from the first game," Paniccia remarks, "and we thought it might be as good idea to extend the Goro one-shot into a three-issue miniseries."

Writer Charles Marshall enjoys a

chance to work with the character in a spotlight format like this.

"There's so many characters in the regular *Mortal Kombat* series that you don't really get a chance to take a lot of time to focus on just one," he says.

"With this series we wanted to spend a little more time showing off the Goro character. I mean the name itself lets you know you're going to take a walk on the wild side. He's one of the most fearsome, intimidating creatures imaginable, and now he's got his own miniseries... Heaven help us all."

series... Heaven help us all."

Goro, however, won't be hiding out all by himself in this series. Malibu took this chance to introduce the immensely popular cast of *Mortal Kombat II* into the mix.

"The way comic books are done," tells Marshall, "everything is done so far in advance, we were already well into the storyline for the original series when we started getting information about the *Mortal Kombat II* characters. It made sense to introduce them in the Goro miniseries."

"Really, one of the most exciting things about it has been the opportunity to introduce these characters from MKII. Talking to the fans, one element they were wanting to see was the new characters, and how they interacted with the old ones. [And] they're just a lot of fun to write."

"[The MKII characters] are sent out by Shang Tsung to find Goro. Some of them know that they're working for him and some of the others, like Jax, are under the illusion that they're trying to find him for a different reason. They're all sent to bring Goro back into the *Blood & Thunder* storyline, and most of them will trade a few blows with Goro as well. That's part of the whole *Mortal Kombat* thing. You want to see how different characters do against different characters, and how they all do against Goro is the ultimate test for them."

And this sort of occurrence is something fans won't ever get the opportunity to see in the actual *Mortal Kombat* or *Mortal Kombat II* games, since Goro and the cast of



**HE'S ONE OF THE MOST
FEARSOME, INTIMIDATING
CREATURES IMAGINABLE,
AND NOW HE'S GOT HIS
OWN MINISERIES...
HEAVEN HELP US ALL!**



MK II will never possibly meet.

"And that's where this is all going," Marshall says. "In this series as well as *Blood & Thunder*, it all leads to a 64-page monster called the *Tournament Edition*. It pits Mortal Kombat characters against the cast of MKII, and it also features the return of Goro to the main storyline. What we wanted to do was create a miniseries that worked with the regular series as a companion book but also helped lead into that big book in December, which everyone seems really hyped about."

"We've got both storylines heading into one big final conclusion," says Paniccia. "We really do think that readers are going to be pleased with the *Tournament Edition*."

But the MKII characters aren't the only ones Goro will be jockeying for position against in the *Prince Of Pain* miniseries. Marshall has been able to create several new original characters for that outrageous four-armed scamp to mix it up with.

"How he deals with characters that are more powerful than him," Marshall says, "which is something he doesn't run across every day, was one of the things I got to do with this series. Considering that Rayden is the god of thunder, it got me thinking about how the Mortal Kombat universe is set up. If Rayden is the thunder god, it was logical to me that he was part of a pantheon of gods. And that opened the doors to some really interesting characters."

"We've introduced some new gods and the main thrust of the story is how Goro reacts to these characters as well as the Mortal Kombat II characters. We have a lot of craziness going on, which is what I wanted to do with Goro. When we first started talking about Goro, I said, 'Let's get crazy.' That's what I like about the character."

"People want to see that one-on-one fight, that's what Mortal Kombat's all about. Well, to get a character that could stand toe-to-toe with Goro was going to be difficult, plus what I wanted as well was get some of the flavor of Mortal Kombat in there. We didn't want to have the actual Mortal Kombat characters from the *Blood & Thunder* storyline in there, so what I thought of doing was introducing this character. He's more of a monster than anything else, but he's got all of the abilities and some of the visual look of all of the Mortal Kombat characters. It just gave us someone fun to go after, and actually becomes much more of a challenge than Goro would've thought possible."

KOMBAT

COMPILLED BY MIKE STAVES AND JOE FUELLER

EVERYWHERE



TRADE SECRETS

BY CLASSIC GAMES INC.

Classic has created the perfect trading card for the Mortal Kombat II enthusiast. The front is a scene from a home version of the game, but the backs of the cards make the set a must-have for hard-core gamers—the moves! As much a tool as a collectible, each foil-sealed pack comes with eight cards of the 80-card set, and the hints can be used along with your Genesis, SNES or Game Boy versions of Mortal Kombat II. These

cards will definitely bring your skills to a new level and make you a force to be reckoned with.



CONTROLLERS WITH BRAIN POWER!

BY INNOVATION

The folks at Innovation (who also brought you the officially licensed controllers exclusively for home versions of Mortal Kombat and Mortal Kombat II) are at it again in a big way with the S.M.A.R.T. pad. By inserting a special Rom Card in the programmable controller, you can store up to 32 special moves or, you can purchase three different Mortal Kombat preprogrammed kards and a special MKII bonus kard for Genesis or SNES. The controllers retail for around \$35 each, and all feature slow motion and rapid fire settings. Preprogrammed cards come in sets of one, two or three for between \$13 and \$17 per card and are available through electronics stores and mail order by calling 203-395-3087.



MINI KOMBAT

BY HASBRO

You've maneuvered them with buttons and joysticks in life or death situations with the fate of the Earth hanging in the balance. You've taken them through the most high-pressure situations in the Outworld without so much as a scratch, and now, the future of the Mortal Kombat cast may literally rest in your hands. With Hasbro's new line of Mortal Kombat miniature action figures and vehicles, you gain full control of the characters in any setting you dream up with Hasbro's line of action figures from the blockbuster game.

The high-quality miniatures are fully poseable with bendable knees and elbows to simulate their most difficult moves in and away from the Mortal Kombat tournament.

Whether Sub-Zero is battling Johnny Cage in the Great Hall or Kano wants to jump on his motorcycle to go get some tacos, it's all possible. Your imagination can take the komatants anywhere.



Welcome to the Great Hall with (from left counter-clockwise) Reyden, Smoke, Liu Kang, Liu Kang, Sub-Zero, Johnny Cage, Scorpion and Sonya Blade poseable action figures.



365 DAYS OF MK Mortal Kombat Kalendars by Day Dream

Mortal Kombat. Everyday. Everywhere. It sounds like a wild lifestyle, but that's exactly what Day Dream Publishing of Indianapolis, Indiana, is making possible. With their 16-month wall calendar, you can get a taste of your favorite game 365 days a year, even if you're stuck at home with the chicken pox or stuck in the office with paperwork.

Every month, open up to an intense new scene from Midway's Mortal Kombat comic book, and you'll always know what day it is with the MK dragon logo emblazoned in the background.

The calendar also features holidays for Mortal Kombat-playing countries worldwide and is available in bookstores.



PUZZLE KOMBAT

MILEENA'S MATCH-UP

Match the Kombatant with his or her fatality and see how you stack up!

1. BARAKA
2. JOHNNY CAGE
3. JAX
4. KITANA
5. LIU KANG
6. KUNG LAO
7. MILEENA
8. RAYDEN
9. REPTILE
10. SCORPION
11. SHANG TSUNG
12. SUB-ZERO

- A. THE CLAPPER
- B. DOUBLE SLICE
- C. SIAMESE CUT
- D. INVISO SLICE
- E. HEAD LOP
- F. MAN EATER
- G. DRAGON CHOP
- H. KISS OF DEATH
- I. SOUL STEALER
- J. SHOCK TREATMENT
- K. DEEP FREEZE
- L. TORSO TEAR

HOW YOU RATE:
PERFECT SCORE: KING OF THE OUTWORLD
10-11 KORREKT: GRAND CHAMPION
8-9 KORREKT: IMMORTAL
6-7 KORREKT: MORTAL
4-5 KORREKT: BABALITY
2-3 KORREKT: FATALITY
ZERO-1 KORREKT:
WHAT GAME ARE YOU
PLAYING?

ANSWERS: 1.E; 2.L; 3.A; 4.H; 5.D; 6.C; 7.F; 8.I; 9.B; 10.J; 11.K; 12.K



KANO'S KOMBAT KORNER



Kano's at it again! With his short fuse and hot temper, he rarely takes time to look at the "big picture" before choosing sides. This month, he's zeroing in on four of his most hated enemies, and it's up to you to try to save them. Identify the Mortal Kombat II characters from these extreme close-ups to warn them of Kano's impending attack. Remember, the balance of Earth's existence hangs in the balance, and it's up to you to save the planet from the nastiest of the nasties in the Outworld.





BRAIN SCRAMBLE

Liu Kang usually lets his fists do the talking for him, but he still likes to keep his mind sharp as a tack. Unfortunately, he hasn't been able to figure out these scrambled Mortal Kombat II words. See if you can help the Shao Lin warrior by unscrambling the words on the left to fit into the spaces on the right. The letters that wind up in the blue squares vertically spell out the mystery word. The answers are at the bottom of the page.

HNGAS NUGST

PDNRIFSEIH

YNEDAR

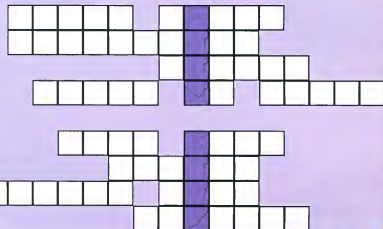
DORRE FO GLTIH

HGHI KKCI

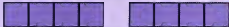
KAABRA

ARGOND PCHO

IANTKOR



MYSTERY WORD:



MORTAL KONTTEST

Send in your best MK artwork, Jakes and puzzles along with your name, address and age to win cool prizes! Create new characters, improve on the old ones or draw existing characters as we know them and love them. It's only limited to your imagination. 20 winners will receive a special Mortal Kombat prize!

Send Entries to:
Mortal Contest 1
1920 Highland Ave.
Suite 222
Lombard, IL 60148

This contest is void where prohibited and Sendai Media Group staff and immediate family are not eligible. Entries will be judged solely by the MKII magazine editorial staff and entries will not be returned. Winning entries will be published in upcoming issues. Entry deadline is January 10, 1995.

RAYDEN'S TRIVIA TROVE

Q: Who did creators John Tobias and Ed Boon originally have in mind to play movie star, Johnny Cage?

A: Real-life action-film superstar and martial artist, Jean-Claude Van Damme.



ANSWERS: 1. SHANG TSUNG 2. FRIENDSHIP 3. RAYDEN 4. ORDER OF LIGHT 5. HIGH KICK 6. BAFABA 7. DRAGON CHOP 8. KINTARO 9. MYSTERY WORD: SHAO KAHN • Kane's Korner



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MILEENA



RAYDEN



REPTILE

MORTAL KOMBAT II

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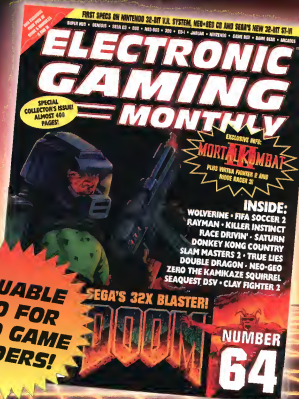
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